

Amendments to the Specification:

Please replace the paragraph beginning at page 8, line 1 and ending on page 8, line 23 with the following amended paragraph:

If provided, the card reader 58 may include any type of card reading device, such as a magnetic card reader or an optical card reader, and may be used to read data from a card offered by a player, such as a credit card or a player tracking card. If provided for player tracking purposes, the card reader 58 may be used to read data from, and/or write data to, player tracking cards that are capable of storing data representing the identity of a player, the identity of a casino, the player's general gaming habits, etc. The data may further represent games previously wagered on by the player, including various aspects or characteristics of each of those games (e.g., a game theme, type of game, potential payout amount, multiplayer/single player, etc.). The player's gaming habits may be specifically related to each game previously wagered on by the player. For example, the data may represent the number of wagers per game, frequency of play per game, amount of time spent per game, the date and time each game was played, tactics, play methodology, etc. As mentioned, just as the card reader 58 may be used to read player tracking data from a card offered by a player, the gaming unit 20 may also use the card reader 58 to write player tracking data to the player tracking card. In other examples, such information may be stored within the network computer 22 and accessed by the gaming unit 20 when the card reader 58 reads a player identification on the player tracking card. That is, when the identity of a player is determined, the gaming unit 20 may read and/or write data relating to the player to/from the network computer 22 or other central memory device accessible by the gaming unit 20. Although a player tracking card has been mentioned, those of ordinary skill in the art will readily recognize that other methods and apparatus may be utilized to identify a player and associate the player with the data identified above.